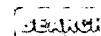



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1 [Papers: On the effects of viewing cues in comprehending distortions](#)



A. Zanella, M. S. T. Carpendale, M. Rounding

 October 2002 **Proceedings of the second Nordic conference on Human-computer interaction NordiCHI '02**

Publisher: ACM Press

Full text available: pdf(3.11 MB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

As a community, human-computer information and interface designers have tended to avoid use of fisheyes, and multi-scale presentations with their attendant distortion because of concern about how this distortion may lead to confusion and misinterpretation. On the other hand, for centuries, hand-created information presentations have made regular use of distortion to provide emphasis and actually enhance readability. Is the lack of use in computer presentations because thus far in our computation ...

Keywords: detail-in-context, distortion viewing, information visualisation, user study, viewing cues

2 [Design: CoolCards: simple software](#)



Karen Donoghue

 September 1998 **interactions**, Volume 5 Issue 5

Publisher: ACM Press

Full text available: pdf(1.24 MB)

 Additional Information: [full citation](#), [references](#), [index terms](#)

3 [Technical session 9: still and moving images: MobShare: controlled and immediate sharing of mobile images](#)



Risto Sarvas, Mikko Viikari, Juha Pesonen, Hanno Nevanlinna

 October 2004 **Proceedings of the 12th annual ACM international conference on Multimedia MULTIMEDIA '04**

Publisher: ACM Press

Full text available: pdf(899.76 KB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In this paper we describe the design and implementation of a mobile one picture sharing system *MobShare* that enables immediate, controlled, and organized sharing of mobile pictures, and the browsing, combining, and discussion of the shared pictures. The

design combines research on otogray, personal image management, mobile one camera use, mobile picture publishing, and an interview study we conducted on mobile one camera users. The system is based on a client-server architectur ...

Keywords: camera ones, digital image management, multimedia tools, wireless multimedia applications

4 THINC: a virtual display architecture for thin-client computing



Ricardo A. Baratto, Leonard N. Kim, Jason Nieh

October 2005 **ACM SIGOPS Operating Systems Review , Proceedings of the twentieth ACM symposium on Operating systems principles SOSP '05**, Volume 39 Issue 5

Publisher: ACM Press

Full text available: pdf(297.26 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Rapid improvements in network bandwidth, cost, and ubiquity combined with the security hazards and high total cost of ownership of personal computers have created a growing market for thin-client computing. We introduce THINC, a virtual display architecture for high-performance thin-client computing in both LAN and WAN environments. THINC virtualizes the display at the device driver interface to transparently intercept application display commands and translate them into a few simple low-level c ...

Keywords: mobility, remote display, thin-client computing, virtualization

5 Electronic art history: an approach that works, but not without its glitches



John Link

October 1994 **Proceedings of the 22nd annual ACM SIGUCCS conference on User services SIGUCCS '94**

Publisher: ACM Press

Full text available: pdf(1.25 MB) Additional Information: [full citation](#), [index terms](#)

6 Tools for building digital libraries: Assembling and enriching digital library collections



David Bainbridge, John Thompson, Ian H. Witten

May 2003 **Proceedings of the 3rd ACM/IEEE-CS joint conference on Digital libraries JCDL '03**

Publisher: IEEE Computer Society

Full text available: pdf(576.57 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

People who create digital libraries need to gather together the raw material, add metadata as necessary, and design and build new collections. This paper sets out the requirements for these tasks and describes a new tool that supports them interactively, making it easy for users to create their own collections from electronic files of all types. The process involves selecting documents for inclusion, coming up with a suitable metadata set, assigning metadata to each document or group of document ...

7 Semi-automatic feature delineation in medical images



Robin Martin, Nicole Bordes, Thomas Hugh, Bernard Pailthorpe

January 2004 **Proceedings of the 2004 Australasian symposium on Information Visualisation - Volume 35 APVis '04**

Publisher: Australian Computer Society, Inc.

Full text available: pdf(190.92 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Resection or ablation of tumours is one treatment available for liver cancer. This delicate operation consists of removing the tumour(s) and surrounding healthy tissues. The surgery is complicated by the fact that major blood vessels are present in the liver: the surgeon must proceed cautiously. Computer Tomography (CT) scans are used to diagnose the presence of tumours in the liver but also to assess whether the patient is suitable for surgery. The surgeon needs to find the number of tumours, t ...

Keywords: computed tomography, image segmentation, liver resection, liver surgery, visualisation

8 Industry/government track posters: Interactive training of advanced classifiers for mining remote sensing image archives



Selim Aksoy, Krzysztof Koperski, Carsten Tusk, Giovanni Marchisio

August 2004 **Proceedings of the tenth ACM SIGKDD international conference on Knowledge discovery and data mining KDD '04**

Publisher: ACM Press

Full text available: pdf(4.24 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Advances in satellite technology and availability of downloaded images constantly increase the sizes of remote sensing image archives. Automatic content extraction, classification and content-based retrieval have become highly desired goals for the development of intelligent remote sensing databases. The common approach for mining these databases uses rules created by analysts. However, incorporating GIS information and human expert knowledge with digital image processing improves remote sensing ...

Keywords: data fusion, decision tree classifiers, land cover analysis, missing data, remote sensing

9 Recreational computer graphics: Recreational computer graphics



Andrew Glassner

July 2006 **ACM SIGGRAPH 2006 Courses SIGGRAPH '06**

Publisher: ACM Press

Full text available: pdf(13.82 MB) Additional Information: [full citation](#), [abstract](#), [index terms](#)

Computer graphics isn't just a bunch of algorithms and programs: it's a gymnasium for the visual imagination, and a tool for investigating the world around us. Graphics can help us understand nature, invent new kinds of patterns and shapes, build up the clarity of our own mind's eye, and experiment with construction tools that would inspire even the most classical sculptors and painters. Going beyond tools and technique, this course invites attendees to think about using computer graphics in new ...

10 Mobile services: Reincarnating PCs with portable SoulPads



Ramón Cáceres, Casey Carter, Chandra Narayanaswami, Mandayam Raghunath

June 2005 **Proceedings of the 3rd international conference on Mobile systems, applications, and services MobiSys '05**

Publisher: ACM Press

Full text available: pdf(199.97 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

The ability to walk up to any computer, personalize it, and use it as one's own has long been a goal of mobile computing research. We present *SoulPad*, a new approach based on carrying an auto-configuring operating system along with a suspended virtual machine on a small portable device. With this approach, the computer boots from the device and resumes the virtual machine, thus giving the user access to his personal environment, including previously running computations. *SoulPad* ha ...

11 Educators program: panels: Issues in computer graphics education



C. R. McCracken

July 2006 **ACM SIGGRAPH 2006 Educators program SIGGRAPH '06**

Publisher: ACM Press

Full text available: pdf(236.32 KB)

mov(10:52 MIN)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In spite of a booming industry, most 3D graduates have tremendous difficulty getting even entry-level jobs. Animation programs, the most common source of 3D education, are analyzed to reveal why their students compete less successfully with computer science, design, and other bachelors degree students. The solution is to distinguish 3D from animation by creating a new discipline. This 3D discipline should retain the artistic components of animation but place greater emphasis on problem solving, ...

12 Color portability—reality in the '90s (panel session)



Efraim Arazi, John D. Meyer, James A. Kasson

August 1990 **ACM SIGGRAPH 90 Panel Proceedings SIGGRAPH '90**

Publisher: ACM Press

Full text available: pdf(13.11 MB)

Additional Information: [full citation](#), [index terms](#)

13 Human facial illustrations: Creation and psychophysical evaluation



Bruce Gooch, Erik Reinhard, Amy Gooch

January 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 1

Publisher: ACM Press

Full text available: pdf(215.82 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We present a method for creating black-and-white illustrations from photographs of human faces. In addition an interactive technique is demonstrated for deforming these black-and-white facial illustrations to create caricatures which highlight and exaggerate representative facial features. We evaluate the effectiveness of the resulting images through psychophysical studies to assess accuracy and speed in both recognition and learning tasks. These studies show that the facial illustrations and ca ...

Keywords: Caricatures, Super-portraits, Validation

14 Systems 1: multi-camera systems: A real-time interactive multi-view video system



Jian-Guang Lou, Hua Cai, Jiang Li

November 2005 **Proceedings of the 13th annual ACM international conference on Multimedia MULTIMEDIA '05**

Publisher: ACM Press

Full text available: pdf(837.51 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

With the rapid development of electronic and computing technology, multi-view video is attracting extensive interest recently due to its greatly enhanced viewing experience. In this paper, we present the system architecture for real-time capturing, processing, and interactive delivery of multi-view video. Unlike previous systems that mainly focus on multi-view video capturing, our system is designed to provide multi-view video service with high degree of interactivity in real time, which is still ...

Keywords: calibration, channel coding, multi-view video, object tracking, source coding, video coding, video streaming system

15 3d hard copy: Protecting 3d graphics content

David Koller, Marc Levoy

June 2005 **Communications of the ACM**, Volume 48 Issue 6**Publisher:** ACM PressFull text available: pdf(2.12 MB) html(28.23 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The digital rights management problem of protecting data from theft and misuse has been addressed for many information types, including software code, digital images, and audio files. Few technological solutions are designed specifically to protect interactive 3D graphics content. Demand for ways to protect 3D graphical models is significant and growing. Contemporary 3D digitization technologies allow the efficient creation of accurate 3D models of many physical objects. For example, our Stanford ...

16 Protected interactive 3D graphics via remote rendering

David Koller, Michael Turitzin, Marc Levoy, Marco Tarini, Giuseppe Croccia, Paolo Cignoni, Roberto Scopigno

August 2004 **ACM Transactions on Graphics (TOG) , ACM SIGGRAPH 2004 Papers SIGGRAPH '04**, Volume 23 Issue 3**Publisher:** ACM PressFull text available: pdf(368.19 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citings](#), [index terms](#)

Valuable 3D graphical models, such as high-resolution digital scans of cultural heritage objects, may require protection to prevent piracy or misuse, while still allowing for interactive display and manipulation by a widespread audience. We have investigated techniques for protecting 3D graphics content, and we have developed a remote rendering system suitable for sharing archives of 3D models while protecting the 3D geometry from unauthorized extraction. The system consists of a 3D viewer client ...

Keywords: 3D models, digital rights management, remote rendering, security**17** Level set and PDE methods for computer graphics

David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04****Publisher:** ACM PressFull text available: pdf(17.07 MB) Additional Information: [full citation](#), [abstract](#), [citings](#)

Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the concept of using partial differential equations to solve problems in computer graphics, geometric modeling and computer vision. This will include the structure and behavior of several different types of differential equations, e.g. the level set eq ...

18 Applications II: Image annotation watermarking: nested object embedding using hypergraph model

Claus Vielhauer, Maik Schott

September 2006 **Proceeding of the 8th workshop on Multimedia and security MM&Sec '06****Publisher:** ACM PressFull text available: pdf(706.42 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper, we introduce to the special domain of image annotation watermarking, based on embedding of hierarchical data related to objects into user-selected areas on an

image. In comparison to earlier methods, the main goal of the work presented here is to provide a specific robustness, specifically against cropping, in a way that preserves hierarchical object relations even after retrieval from a partial image, which has been cut from the original (pure security aspects are of limited rele ...

Keywords: compression, exhaustive search, hierarchical objects, hierarchical trees, image processing, protocol, synchronization, watermarking

19 On becoming virtual: the driving forces and arrangements



Magid Igbaria, Conrad Shayo, Lorne Olman

April 1999 **Proceedings of the 1999 ACM SIGCPR conference on Computer personnel research SIGCPR '99**

Publisher: ACM Press

Full text available: pdf(1.80 MB) Additional Information: [full citation](#), [references](#), [index terms](#)

Keywords: telework, virtual communities, virtual organizations, virtual society, virtual teams

20 Tamper-proofing software watermarks



Clark Thomborson, Jasvir Nagra, Ram Somaraju, Charles He

January 2004 **Proceedings of the second workshop on Australasian information security, Data Mining and Web Intelligence, and Software Internationalisation - Volume 32 ACSW Frontiers '04**

Publisher: Australian Computer Society, Inc.

Full text available: pdf(249.93 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We introduce a novel method called *constant encoding*, which can be used to tamper-proof a software watermark that is embedded in the dynamic data structures of a program. Our novel tamper-proofing method is based on transforming numeric or non-numeric constant values in the text of the watermarked program into function calls whose value depends on the watermark data structure. Under reasonable assumptions about the knowledge and resources of an attacker, we argue that no attacker can be c ...

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| S31 | 245 | (first adj code adj segment).clm. | USPAT | OR | ON | 2007/07/11 16:00 |
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